Professional UNIX Installation Guide

The File Transfer Authority

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Introduction

Welcome to BLAST Professional UNIX. This manual contains instructions for using BLAST Install, the installation program that copies the BLAST files from your distribution media and customizes them for your system. BLAST offers many advanced options, including automatic port searching, support for links, and command line switches. *Please see Chapter 2 of the User's Manual for detailed information on controlling all facets of the BLAST environment.*

What You Need To Know

10.7x

Before you begin the installation process, verify the device name of your diskette drive. For SCO UNIX systems, the name is typically one of the following:

/dev/rfd0135ds18	(3.5" Drive A)
/dev/rdf1135ds18	(3.5" Drive B)

10.8x

Before you begin the installation process, be sure to verify the following information:

◊ The device name of your tape or diskette drive.

◊ The device name of your modem communications port.

If you are not certain about one of these values, refer to the user's manual for your system or check with your system administrator before you begin installing BLAST. Some of the typical device names are:

System	3.5" Drive	Tape drive	Serial Port
AViiON		/dev/rmt/0	/dev/tty0
DEC Alpha	/dev/fd0	/dev/rmt/0a	/dev/tty00
HP9000		/dev/rmt/0m	/dev/tty00
Linux	/dev/fd0		/dev/ttyS1
RS/6000	/dev/rfd0	/dev/rmt0.1	/dev/tty1
Solaris 2	/dev/fd0	/dev/rmt/0	/dev/ttya

Verifying the Device Name for Solaris with Volume Manager Enabled

If you are running Solaris 2.6 or later with Volume Manager (Automounter) enabled, Volume Manager will try unsuccessfully to mount the BLAST diskette. If this is the case, type the following command to determine the alias Volume Manager has assigned to the BLAST media:

```
eject -n
```

You should see a mapping of available devices. As your device name, use the alias given to the right of either floppy0 or floppy1, depending upon the drive into which the BLAST disk was inserted. For example, if the following entry were in your list,

```
floppy0 -> /vol/dev/rdiskette0/unlabeled
```

you would use the device name "/vol/dev/rdiskette0/unlabeled."

If no device shows up after typing eject -n, type the following command:

eject -d

to set the floppy to the default device. You should see output similar to the following:

```
Default device is: /vol/dev/rdiskette0/unlabeled
```

Use the default device name—for example, "/vol/dev/rdiskette0/unlabeled" in the output shown above.

Running the BLAST Install Program

Loading and Starting BLAST Install

If possible, log onto the computer from the console. Log in as root. *Do not* su to root. After logging on, change to the /tmp directory by typing:

cd /tmp

Place the BLAST media in the drive. To load the BLAST Install program, type the following command for all systems except for Linux:

cpio -icvB blastinstall < *drive_device_name*

where *drive_device_name* is the name of the drive containing the BLAST media. Note that the "<" character is required on the command line to signify that cpio is to use *drive_device_name* as the source of the file input.

NOTE: If you are installing from a hard drive, you may have to omit the B switch in order to load BLAST Install successfully.

When BLAST Install has been loaded, type:

./blastinstall *drive_device_name*

using the same *drive_device_name* as specified in the cpio statement. The BLAST Install program will then prompt you with instructions.

Loading and Starting BLAST Install with Linux

If you are running Linux, the procedures for loading and starting BLAST Install are as follows. After logging onto the computer and placing BLAST media in the drive as described in the preceding section, load the BLAST Install program by typing the following:

cpio -iv blastinstall < *drive_device_name*

where *drive_device_name* is the name of the drive containing the BLAST media. Note that the "<" character is required on the command line to signify that cpio is to use *drive_device_name* as the source of the file input.

When BLAST Install has been loaded, type:

./blastinstall *drive_device_name*

using the same *drive_device_name* as specified in the cpio statement. Since BLAST Install was written for a Korn shell, you will see the octal code for some characters in the BLAST Install instructions if you run the install program under a Bash shell. If you are running under a Bash shell, you can load BLAST Install under a Korn shell and view the BLAST Install instructions normally by typing:

ksh ./blastinstall *drive_device_name*

using the same *drive_device_name* as specified in the cpio statement. After loading, BLAST Install, follow the on-screen instructions for installing BLAST.

Copying the BLAST Professional Files

By default, BLAST Install will copy the BLAST files to the directory /usr/blast. You may choose to store these files in another directory; if that directory does not exist, BLAST Install will create the directory.

If you are not sure where to put the BLAST files, choose the default setting—you can easily move these files later.

IMPORTANT: To run BLAST, you must add the BLAST directory to your path and set the BLASTDIR environment variable. See "Environment Variables" below for more information.

Setting User and Group ID

By default, BLAST Install assigns the BLAST files to group and userid number 0 (zero). You may choose different group and userid numbers. If you are not sure which group and userid numbers to use, choose the default settings.

When You Are Finished

After successfully installing BLAST Professional UNIX, put your distribution media in a safe place. If your system uses a device name other than the default to identify the communications port where the modem is connected, you must configure BLAST for your communications port (see "Setting Your Communications Port" on page 7).

Environment Variables

When BLAST is installed, by default all BLAST files are placed in the same directory, but you may choose to move the files to separate directories. Within BLAST, there are three different types of files and a separate environment variable pointing to the directory containing each type:

◊ *executable files* – program files with execute permission; the PATH environment variable points to the directory containing these files.

◊ *support files* – files required for normal operation of the software, including access to online help and the modem control library; the BLASTDIR environment variable points to the directory containing these files. *BLASTDIR must exist in order for BLAST to execute.*

◊ *auxiliary files* – setup files; the SETUPDIR environment variable points to the directory containing these files. If no SETUPDIR exists, BLAST will look to the BLASTDIR for setup files. Other files, such as script files, may reside in any directory of your file system.

Each user must have these environment variables set correctly. Typically you would edit each user's .profile, .login, or .cshrc to reflect this information.

Setting PATH, BLASTDIR, and SETUPDIR

To update your path temporarily and set the BLASTDIR environment variable, log in as a regular user and type the following at the shell prompt:

C Shell

```
set path=( $path executable_dirname )
setenv BLASTDIR support_file_dirname
setenv SETUPDIR auxiliary_dirname
```

Bourne Shell and Korn Shell

PATH=$PATH:*executable_dirname*
BLASTDIR=*support_file_dirname*
SETUPDIR=*auxiliary_dirname*
export BLASTDIR SETUPDIR

where *executable_dirname* is the full path of the directory in which the BLAST files are stored, *support_file_dirname* is the full path of the directory in which the support files are stored, and *auxiliary_dirname* is the full path of the directory in which the auxiliary files are stored.

For example, if the executable and support files are in /usr/blast and the auxiliary files are in /usr/john, under the Bourne/Korn shells you would type:

PATH=$PATH:/usr/blast
BLASTDIR=/usr/blast
SETUPDIR=/usr/john
export BLASTDIR SETUPDIR

NOTE: This is only a temporary change. To set these values permanently, add the above commands to your system login procedure.

Environment Variables

BLAST recognizes a number of additional environment variables for customizing its operation. The information in bold and brackets indicates the default value. Examples use the Bourne shell syntax. As with BLASTDIR and SETUPDIR, these environment variables must be exported.

BANNERTIME=*delay* 0 – 99 **[5]**

where *delay* is the time in seconds that the initial screen is displayed.

EXAMPLE:

BANNERTIME=2

BLASTDIR=*dirname* **[/usr/blast]**

where *dirname* is the directory that contains the BLAST support files such as systems.scr, modems.scr, blast.tdf, and blast.hlp. *BLASTDIR must exist in order for BLAST to execute!*

EXAMPLE:

BLASTDIR=/usr/blast

BPRINTER=*drivername* [/dev/lp]

where *drivername* is the target for printer output; BPRINTER can be set to a device or a print spooler.

EXAMPLE:

BPRINTER="lp -c %s >/dev/null"

This will cause BLAST to issue the lp command, substituting the print filename for %s.

EDITOR=*filename* [vi]

where *filename* is the name of the editor program that will be invoked by the Edit command from the Local menu. The default is the program vi, which must be located in your path.

EXAMPLE:

EDITOR=vi

SETUPDIR=*dirname* [$BLASTDIR]

where *dirname* is the directory in which the BLAST setup files are stored. The default SETUPDIR is the same directory as BLASTDIR. If many different users need to access BLAST, you may wish to point SETUPDIR to the $HOME directory of each user. Users can then maintain individual libraries of setup files. This technique permits the BLAST administrator to restrict access to the BLAST directory without limiting the ability of other users to run the software and create their own setups.

EXAMPLE:

SETUPDIR=$HOME

TERM=*terminal_name* no default

where *term_name* is the entry in the terminfo library that BLAST will use to control the terminal from which BLAST is being run.

EXAMPLE:

TERM=vt100

TMP=*dirname* [/usr/tmp]

where *dirname* is the directory in which temporary files will be stored.

EXAMPLE:

TMP=/usr/tmp

Setting Your Communications Port

To specify a communications port other than the default port, you can edit the default setup by following these steps:

◊ At the shell command prompt, start BLAST by typing:

```
blast
```

and then press ENTER. Because this is your first time running BLAST, you will see the Online Help welcome screen.

◊ After reading the message, press ESC to go to the Offline menu, and then press M to modify the default setup.

◊ Using the control keys listed at the top portion of the BLAST screen, position the cursor on the Connection field of the default setup. Type the name of the device driver for your modem's communications port *exactly as it is defined for your system—this field is case-sensitive*.

◊ Press ESC to return to the Offline menu, and then press ENTER to write your changes to disk. When prompted, press Y to overwrite the existing default setup.

You can also use links and automatic port searching. For a detailed discussion of setups, see Chapter 5 of the User's Manual; for details on the use of links and port searching, see Chapter 2.

International Keyboard Support for 10.7x

BLAST Professional UNIX 10.8x provides support for international keyboards through the -k command line switch. During the installation process, the following international keyboard driver files were copied to your system:

```
french.kbd    italian.kbd    german.kbd    spanish.kbd    uk.kbd
```

To load an international keyboard driver, add the following switch to the command line:

-kcountry.kbd

where *country.kbd* is one of files listed above. For information on the format of an international keyboard file, see page 29 of the User's Manual.